

How to Load the Game

MAKING A BACKUP COPY

The game disk is double-sided. Side A (the side with the label), which starts the game, is protected and you may not copy it. However, side B (the side without the label), which is needed during the game and gets most of the wear and tear, is not protected and you have GDW's permission to copy it. Use Atari DOS 2.0 option J to make a backup disk.

You should then use the copy whenever the computer asks you to insert side B of the game disk.

LOADING

Written entirely in assembler, *Rommel* needs no cartridges and runs on any Atari computer with at least 48K of memory and a disk drive. To load the program into the computer, follow these steps:

1. Turn the computer off and remove any cartridges from the cartridge slot.
2. Turn on the disk drive.
3. When the busy light goes out, open the disk drive door and insert the program disk with the label face-up and toward you.
4. Turn on the computer and TV set. If you have an Atari 800XL or 130XE, hold down the option key. The program loads until the option screen appears.
5. Make your choices on the option screen and press **ESC**. The computer enters more information from disk and then asks you to turn the disk to side B.
6. Insert side B. Remove the disk and either insert it upside down (with the label toward you but on the bottom) or insert your backup disk. Press **RETURN**. The final part of the program loads and the game begins.

Note: Leave the disk (side B) in the drive after loading; the program needs to access the disk during the game.

Mid-Game Options

The following options begin from the game stopped menu (see page 27 of the rule booklet).

SAVE GAME OR RESTORE SAVED GAME

Saving the game records all the information necessary for the computer to restart it later at the same point you left off: same turn, same positions, casualties, morale values, options, even orders. You can save the game at any point in either player's turn or during the turn review. This is useful if you aren't done playing but have to leave for some reason. You can also save the game if you want to experiment with different strategies; you can see what happens with one plan, then go back to an earlier point and try something else instead.

To save a game, you need a disk formatted by Atari DOS 2.0.

To Save a Game: Press **1** on the game stopped menu. The computer will ask you for the number of the disk drive to save the game on and for the version number. The version number is used so you can save more than one game on a disk, using different version numbers. Press **RETURN** to use the default value (in brackets). If you make a mistake, press **ESC**.

When the computer tells you, insert the disk you want to save the game on and press **RETURN**. (If you have only one disk drive, you will have to remove the program disk before inserting the game-save disk.)

The game is saved in three files, labeled ROMZVR.0XX, ROMMEL.0XX, and ROMVAR.0XX, where XX is the version number; together, the files take up 55 sectors. A fourth file, ROMREV.0XX, is saved if the turn is saved during turn review; this file uses 25 additional sectors.

Restoring a Saved Game: First, you must know the version number. If you can't remember it, enter Atari DOS (version 2.0) and look at the disk directory. Then load the game program, pass through the option screen (the settings don't matter, since all

options will be changed when you restore the saved game), and stop the game by pressing **(S)** twice. When the game stopped menu appears, press **(2)**.

The computer will ask for disk drive and version numbers. When it tells you to, insert the disk the game is saved on and press **(RETURN)**. The game will load; the restored game begins at the same point at which it was saved.

SAVING THE TURN REVIEW

This procedure is just like saving the game, except you do it during turn review. Follow the same procedure for saving the game. You can use the saved turn-review option to make a home movie of the whole game. Just save the review every turn. Then, after the game is over, you can load the saved turn reviews one by one, in order, and see what happened. If you played the game with visibility set to *no*, you can change it to *yes* to see a complete history of the game.

SAVING AND ENTERING MOVES

This procedure is used mostly when playing by mail. You can save your moves and send them (or give them) to your opponent. It can also be used to save you the trouble, if you have a favorite opening move, of entering it by hand each time you play.

Saving a Move: An Allied move can be saved at any time during the Allied turn; an Axis move can be saved at any time during the Axis or following Allied turn. Note that it is possible to save the computer's move, if the computer is the Axis player. Press **(3)** on the game stopped menu to save an Allied move and **(4)** to save an Axis move. The procedure is the same as for saving a game. Allied moves are saved in three files: ALLIEAYY.0XX, ALLIEBYY.0XX, and ALLIECYY.0XX, where YY is the current turn number (supplied by the computer) and XX is the version number. Axis moves are saved as AXISAAAYY.0XX, etc. The files take 23 sectors for the Allied move and 19 sectors for the Axis move.

Entering a Move: You can enter a move

(which you have previously saved) at the same times given above for saving moves. Press **(5)** on the game stopped menu to enter an Allied move and **(6)** to enter an Axis move. You have to know the version number; the computer uses the current turn for the turn number. (If you try to enter a move on the wrong turn, you will get either the wrong move or none at all.)

A move should be entered only if the current game positions are identical to the positions when the move was saved. The move entered includes the starting positions, strengths, etc., of all units on the side. If these are the wrong values for the current game, strange events may happen, like units suddenly jumping several hexes, starting on top of enemy units, etc.

Note: You can save the computer's move if it is playing the Axis. Just save the Axis move during your (Allied) turn. If you later enter this move during an Axis turn of another game, the units' orders will not be displayed (the computer doesn't have to look at its orders), but they are entered and will be resolved.

PLAYING BY MAIL

The procedure for playing by mail is fairly simple, but a limited amount of organization is necessary. Both players need a computer and a copy of the game, plus at least two formatted disks.

Here is the procedure for turn 1.

Axis Player:

1. Start the game, pick options (including a two-player game), and, before entering any orders, save the game.

2. Enter your orders and save the Axis move twice: once on the same disk and once on a different disk.

3. Give the second disk to the Allied player.

Allied Player:

1. Start the game, pick the same options as the Axis player, and save the game.

2. Skip the Axis turn by pressing **(@)** twice.

3. Enter your orders and save the Allied move twice: once on the same disk and once on a different disk.

4. Give the second disk to the Axis player.

Both Players:

1. When you get your opponent's move, start the game and restore the saved game from disk.
2. Press **(Q)** twice to begin the Allied turn.
3. Enter both sides' orders from disk.
4. Press **(Q)** twice to begin turn resolution.
5. When the next turn begins, save the game immediately.

Further Turns: Both players follow the same procedure outlined above except that step 1 for the Axis and Allied players becomes:

1. Start the game, press **(ESC)** to leave the option screen, and restore the

saved game.

For simplicity, you can always save everything as version 1. This will give you only one set of files for the saved game, and one set per turn for each player's turn. If you like, you can save each turn of the game as a different version; this will give you a complete record of the play of the game, although you must remember which version to restore each turn.

Some degree of trust is required when playing by mail; since players can change options without the enemy's knowledge, there might be a temptation to look at the enemy's positions by changing the visibility option. Any other changes, however, will cause increasing discrepancies between positions in the two games.

